

A PLAYING, EEDITING, AND RECORDING METHOD AND SYSTEM OF A DIGITAL CONTENT

ABSTRACT

A website system is used for manipulating a digital content in a client computer. The digital content comprises a plurality of object-behaviors. The website system at least comprises a communication interface, a memory and a behavior playing mechanism. The communication interface is used for setting up a communication link with the client computer. The memory is used for storing the digital content and a behavior sequence which is an order of the object-behaviors being triggered. The digital content and the behavior sequence are downloaded to the client computer via the communication link through the communication interface. The behavior playing mechanism which is downloaded to the client computer via the communication link through the communication interface is used for triggering the object-brhaviors in a proper order based on the behavior sequence.